R+ Turn R face one quarter turn clockwise

R- Turn R face one quarter turn counterclockwise

R2 Turn R face one half turn (either way, it does not matter)

F+ Turn F face one quarter turn clockwise

F- Turn F face one quarter turn counterclockwise

F2 Turn F face one half turn

L+ Turn L face one quarter turn clockwise

L- Turn L face one quarter turn counterclockwise

L2 Turn L face one half turn

B+ Turn B face one quarter turn clockwise

B- Turn B face one quarter turn counterclockwise

B2 Turn B face one half turn

T+ Turn T face one quarter turn clockwise

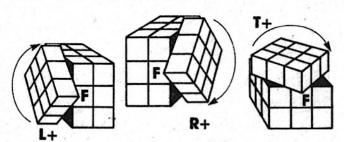
T- Turn T face one quarter turn counterclockwise

T2 Turn T face one half turn

P+ Turn P face one quarter turn clockwise

P- Turn P face one quarter turn counterclockwise

P2 Turn P face one half turn



FR is the edge cube on the edge, between the F and R faces at a particular time. FRT is the corner cube on the corner common to the F, R, and T faces at a particular time. The 12 edge cubes are therefore BF, BL, BP, BR, FL, FR, FT, LP, LT, PR, PT, and RT. The 8 corner cubes are BFL, BFR, BLP, BPR, FLT, FRT, LPT, and PRT. Moves and the cubes involved are described using this terminology.

In order to use the moves as written, it is necessary to hold the cube so that the cubes that are to be moved correspond to those given in the description of the move. For example, if you wish to place an edge cube in the PT position and the sequence of moves given is written for the FT position, you must rotate the entire cube in your hand so that the (former) PT position becomes the FT position. Note: by doing this, the color of the F face changes, but the color of the T face remains the same.

KEEPING THE FRONT FACE ORIENTED TOWARD YOU-ALL CLOCKWISE ROTATIONS ARE SHOWN. TO MAKE COUNTER-CLOCKWISE TURNS, SIMPLY ROTATE THE FACES IN THE OPPOSITE DIRECTIONS.

ALL ROTATIONS SHOULD BE MADE AS THOUGH YOU WERE VIEWING EACH FACE FROM THE FRONT. A CLOCKWISE TURN WOULD ALWAYS BE A TWIST TO THE RIGHT AS IF VIEWED FROM THE FRONT. SEE THE ILLUSTRATIONS BELOW.

